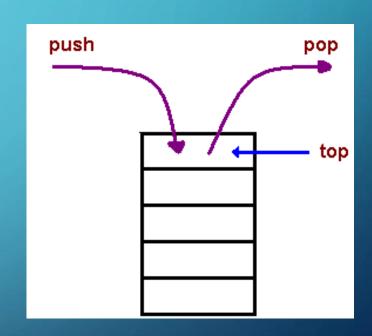
STACKS AND QUEUES GIRISH S KUMAR

ARRAYS

An array is a random access data structure, where each element can be accessed directly and in constant time

STACKS

A stack is a container of objects that are inserted and removed according to the last-in first-out (LIFO) principle. In the pushdown stacks only two operations are allowed: push the item into the stack, and **pop** the item out of the stack. A stack is a limited access data structure - elements can be added and removed from the stack only at the top. **push** adds an item to the top of the stack, pop removes the item from the top. A helpful analogy is to think of a stack of books; you can remove only the top book, also you can add a new book on the top.



HANDSON WITH STACKS

WRITE A PROGRAM TO REVERSE THE CONTENT OF A WORD USING STACK

CHECK WHETHER THE WORD IN A PALINDROME OR NOT

WRITE A PROGRAM TO BACKTRACK THE ROUTE DURING TREK THROUGH THE FOREST.

QUEUES

A queue is a container of objects (a linear collection) that are inserted and removed according to the first-in first-out (FIFO) principle. An excellent example of a queue is the queue at a Railway station ot board the train New additions to a line made to the back of the queue, while removal (or serving) happens in the front. In the queue only two operations are allowed **enqueue** and **dequeue**. Enqueue means to insert an item into the back of the queue, dequeue means removing the front item. The picture demonstrates the FIFO access. The difference between stacks and queues is in removing. In a stack we remove the item the most recently added; in a queue, we remove the item the least recently added.

APPLICATION OF QUEUES

Widely used in all web servers

HANDSON WITH QUEUES